Almost all my complaints with the soundtrack could've been avoided with something as simple as a skip track button. Now, there is a skip track button, but I mean one that works. The button literally doesn't do anything when you press it. Is this a PC problem, or is it on all platforms? The ease of use feature Unbound should actually be praised for is the inclusion of Ice Cream on the radio. Just because you're lobotomised doesn't mean you don't deserve music to listen to.

By allowing you to get ahead almost instantly, the perfect start system can easily contribute to a dull race when you're in a car that's strong enough to maintain a lead.

Unbound accounts for off-road in a very half hearted way. This isn't a hugely restricted map - you can drive off road comfortably. Short off-road sections feature in multiple tracks. But there are no primarily off-road races. It sucks, both because it contributes to the variation problem but also because you already lack motive to build cars for different purposes.

There is something unique to the depth of takeovers. It's all about keeping up the 5x combo, so if you're smart, you'll only hit a few of the smashable objects, not all of them, to leave a few behind for the next lap. Now, you'll do this in most cases by being bad at the game and missing them unintentionally, but on the rare occasion you get to deliberately miss a few, it's some depth. Ok, yeah this isn't much. Otherwise, the boundaries for first place are so low that you can drive mindlessly. They're really not great.

The "biggest street race in Lakeshore", the Grand, was a grand disappointment. It wasn't grand, it was the same tracks I've raced on about 12,000 times before with a prettier skybox, and a slightly higher police presence. It was predictable. Lyric and Medusa, who were always the quickest drivers, stayed with me to the end, It wasn't bad by any means, but it wasn't the final race Unbound deserved.

Rocky can travel at the 99% of speed of light in a straight line, but there's only one or two tracks where that means a damn. 9 times out of 10, he corners like the Titanic and ends up near last. "Ay watch out, I'm right behind you" he says back from a different continent. Should call him late as possible rocky.

There is rubber banding in play, but it's subtle. When you've got 2000 yards on Harlow, and the next time you look, fucking Maya, who couldn't outrace a donkey, is 300 yards behind, I don't know. Seems kinda sus. I've only had this happen when I'm putting half a country between me and second place.

Unbound is playing this fine balance between asking you to accept consequences, and understanding that if you had to accept every consequence, you'd be a helpless victim of the game's luck based elements. You've got restarts, but they're limited. You've got repairs, but they're limited.

There's a character to the way a game is structured and fits together, and it's different, colossally from Heat to Unbound. Heat is free, and expressive - literally, it follows your desires and your changing goals. Unbound is more like a work week. Its endless cycles of routine - it's completely uniform and it's hard to tell one moment from the next because

nothing changes. Heat could be twice its length, but it'd still feel less repetitive than Unbound.